In the Claims

Claims 1 and 46 are currently amended.

Claim 11 is currently canceled.

Claims 1-10, 12-20 and 45-51 are pending and are listed below.

1. (Currently Amended) A game console, comprising:

a memory;

a processor coupled to the memory; and

a console application stored in the memory and executable on the processor, the console application configured to allow selection of a plurality of stored audio tracks by a user of the game console, wherein the game console is further configured to create <u>one or more</u> ~~a~~ soundtrack<u>s</u> containing the selected audio tracks <u>and associate each of the one or more soundtracks with one or more particular games such that a particular soundtrack is played when the particular game is launched</u>.

2. (Original) A game console as recited in claim 1 wherein the memory comprises a hard disk drive.

3. (Original) A game console as recited in claim 1 wherein the console application is further configured to play soundtracks through the game console.

4. (Original) A game console as recited in claim 1 wherein the console application retrieves audio tracks from an audio CD in the game console.

5. (Original) A game console as recited in claim 1 wherein the console application retrieves audio tracks from an audio DVD in the game console.

6. (Original) A game console as recited in claim 1 wherein the console application retrieves audio tracks from a game disc in the game console.

7. (Original) A game console as recited in claim 1 wherein the console application retrieves audio tracks from an online source coupled to the game console.

8. (Original) A game console as recited in claim 1 wherein the console application stores the soundtrack in the memory.

9. (Previously Presented) A game console as recited in claim 1 wherein the console application stores the soundtrack in the memory as a windows media audio WMA file.

10. (Original) A game console as recited in claim 1 wherein the console application retrieves audio tracks from a plurality of audio sources.

11. (Canceled).

12. (Original) A game console as recited in claim 1 wherein the console application is further configured to associate the soundtrack with a particular user of the game console.

13. (Original) A game console as recited in claim 1 wherein the console application is further configured to display a listing of all soundtracks available for playback by the game console.

14. (Previously Presented) A game console, comprising:

a memory; and

a processor coupled to the memory, the processor being configured to present a first user interface to facilitate selection of stored audio tracks used to create a soundtrack containing the selected audio tracks, the processor further configured to present a second user interface to facilitate playback of created soundtracks stored in the memory.

15. (Original) A game console as recited in claim 14 wherein the second user interface is further to facilitate the associating of a selected soundtrack with a particular game such that the selected soundtrack is played when the particular game is launched.

16. (Original) A game console as recited in claim 14 wherein the second user interface further facilitates the associating of a selected soundtrack with a particular user of the game console.

17. (Previously Presented) A game console as recited in claim 14 wherein the audio tracks are retrieved from a plurality of audio sources.

18. (Previously Presented) A game console as recited in claim 14 wherein the audio tracks are retrieved from a single audio source.

19. (Original) A game console as recited in claim 14 wherein the first user interface facilitates creation of a soundtrack by presenting a list of audio sources from which to select audio tracks.

20. (Original) A game console as recited in claim 14 wherein the first user interface facilitates creation of a soundtrack by presenting a list of audio tracks available from a selected audio source, the first user interface further facilitating selection of an audio track from the audio source for including in the soundtrack.

21 – 44. (Canceled).

45. (Previously Presented) A game console as recited in claim 1 wherein the console application is further configured to allow a user to associate a name with the created soundtrack.

46. (Currently Amended) A method comprising:

identifying a plurality of stored audio tracks accessible by a game console;

displaying using the game console at least a portion of the plurality of stored audio tracks to a user;

receiving with the game console information regarding audio tracks selected by the user; and

creating with the game console a soundtrack containing the audio tracks selected by the user.

47. (Previously Presented) A method as recited in claim 46 further comprising associating a name with the soundtrack.

48. (Previously Presented) A method as recited in claim 46 further comprising storing the soundtrack in a storage device.

49. (Previously Presented) A method as recited in claim 46 wherein identifying a plurality of stored audio tracks includes identifying audio tracks on a storage medium in the game console.

50.   (Previously Presented)   A method as recited in claim 46 wherein identifying a plurality of stored audio tracks includes identifying audio tracks accessible from an online source coupled to the game console.

51.   (Previously Presented)   A method as recited in claim 46 wherein identifying a plurality of stored audio tracks includes identifying audio tracks from a plurality of audio sources.